
Title: Morwena's Family History

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Morwena's tale is not
the usual one heard all
too often in the lands
of Sosaria: the tale of
losing her family early in
life to bands of orcs or
villainous ruffians forcing
her to seek vengeance
while carving a life from
the lands around her. She
was raised in a caring,
safe environment
surrounded by friends and
a healthy, happy family.

Morwena was born the
youngest of three
children to humble
parents. Her mother,
Akeyla is a farming
frontier woman
married at an early
age to her father, Dr.
Jones who was a
successful artisan.
Akeyla has always had
a way with the beasts
of the land,
befriending all who
were wounded or in
need of assistance. It
was this compassion
that Dr. Jones says
led him to seek her
hand. Once her eldest
brother Zeif came of
age, he took over the
family crafting
businesses plying his
trade as an
accomplished miner,
smith, tailor, tinker,
and ox, he is the
perfect helper to his
aging mother, setting
aside his wanderlust
to assist her in
tending the farm and

Morwena's father,
who had never known
the excitement of the
open road and the
thrill of adventure
(having sacrificed his
youth to raise and
protect his family),
was now free to
pursue his lifelong
passion for discovering
priceless artifacts in
in and glory. He one
day hopes to be one of
the few to brave the
deepest reaches of the
legendarydungeon
Doom.Morwena's
middle brother Kalitar
sought to bring honor
to his family and
make a name for
himself as a protector
of the weak and
innocent. To that end
he applied for his
knighthood in the
regal city of Luna,
very proud of, yet she
is prouder still at the
growing fame of his
valorous deeds, and the
code of honor and
chilvalry by which he lives
as he continues to rise
through the ranks to
become the family's first
glorious lord protectorate
of Britannia. Despite his
lofty status he will spare
no expense helping those
who are new to
adventure, and can often
be found aiding young
adventurers. His
masterful skill with the
blade is made even more
dazzling to watch due to
his lightning fast reflexes.

Morwena herself showed
a keen intellect at an
early age. It was this
mental acuity that led
her to pursue a career
in magic and the mystical
art of alchemy. She left
home when she was but

ten years old to devote
herself to the arts,
taking her horse and
early childhood friend, Bad
Dream, with her. Time
passed, and Morwena
grew to be a beautiful
young mage. Many men
sought her out, but
Morwena could not settle
for the dullards that
seemed to occupy a
permanent space at the
local tavern, and more
than one drunken boor
learned to fear her razor
wit as much as her finely
honed skill in magic. Her
favorite way to send
annoying suitors quickly
scurrying away was with
a combination of insults
that would curl a pirate's
toes, and a magical
cantrip that would cause
the lug to wet his pants.
With the rediscovery of
the necromantic arts in
Sosaria, Morwena felt it
necessary to learn these
ancient secrets to better
guide and assist those
who might need her
expertise. Her instructors
did not share her views,
however, and it was this
disagreement coupled with
her fierce independence
that sped her departure
from the wizard's enclave
before her training was
complete. Since then she
has grown steadily in
ability and prowess in
both the necromantic
school and the more
traditional magics. Seeking
to further her knowledge
and forge new friendships,
she has sought the aid
of the Harpers of
Sosaria. If accepted, who
knows upon which winds
of fate she'll next ride.
Does his story ever end?

Ditto said we could coem
to Dark cove andwatch

people train and
such..maybe saves me
from such a looong story